

WIZARDRY®



DISK FOR:
APPLE II, II+, II E, III
DOS 3.3
1 DISK DRIVE
4PK

PROVING GROUNDS OF THE MAD OVERLORD

A Fantasy Role-Playing Simulation

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SIR-TECH
SOFTWARE INC.

REPLAY

®

DISK FOR:
APPLE II, II+, II^E, III
DOS 3.3
1 DISK DRIVE
48K

Wizardry

®

"It's been a long time since I've been amazed at what a computer can be programmed to do - but [Wizardry] does amaze me. It pushes the . . . computer to its limits. The amount of detail is fantastic. Wizardry may open a whole new realm of programming."

Neil Shapiro
Popular Mechanics

"... It has the potential to become a classic."

David Lubar
Creative Computing

"Wizardry is not a game. It's a place."

Margot Tommervik
Softalk Magazine

Are you ready to step into the world of Wizardry? Unparalleled by any other fantasy game, Wizardry allows for unlimited combination of strategies and tactics so that each quest in the maze is always fresh and interesting. Never before has a fantasy been so real.

Proving Grounds of the Mad Overlord is the first Wizardry scenario. Starting in the safety of the castle, you assemble 1 to 6 adventurers to explore the magic and mystery of the ten level 3-D maze. Your characters may be one of five races and eight professions, each with their own strengths and weaknesses to form a party which is just right for your intended expedition.

Under your command brawny warriors, frail mages, spell casting priests, and nimble thieves accumulate experience and treasure. As your characters gain experience, they develop greater capabilities to become even

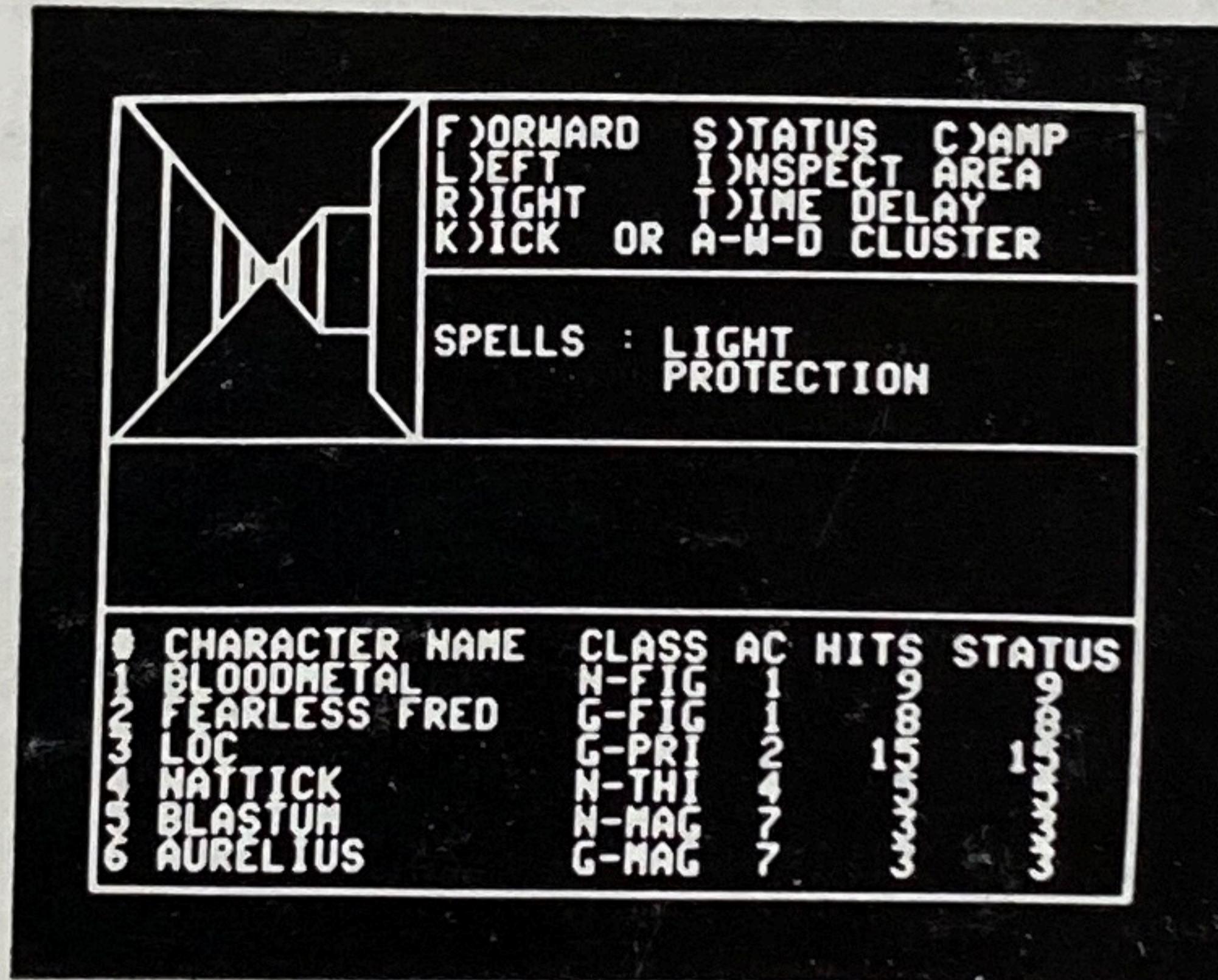
better adventurers allowing them to venture deeper into the maze.

Did you buy the correct armor and magical items in the castle? Are the characters able to cooperate effectively to achieve their mission? Will your characters be strong enough to escape to the castle or an upper world. Is your party properly prepared?

Be wary! The treacherous 3-D maze has some tricks and traps of its own. Hundreds of monsters, many with magical powers equal to your own, pits, chutes, rotating rooms, teleporters, special one-of-a-kind surprises and much more will keep you on your toes for many, many hours of fun.

You'll even be able to challenge your characters with subsequent scenarios featuring new dangers and more formidable foes.

Watch for the second scenario: **Knight of Diamonds**.



- The first Wizardry scenario
- Designed for characters level 1 to 13
- For ages 10 to adult
- From 1 to 6 players
- Ten level 3-D maze
- Maze and monsters in high resolution graphics
- 48 page illustrated manual

Please see the limited warranty in the enclosed manual.

Wizardry is a registered trademark of Sir-tech Software, Inc.

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315-393-6633



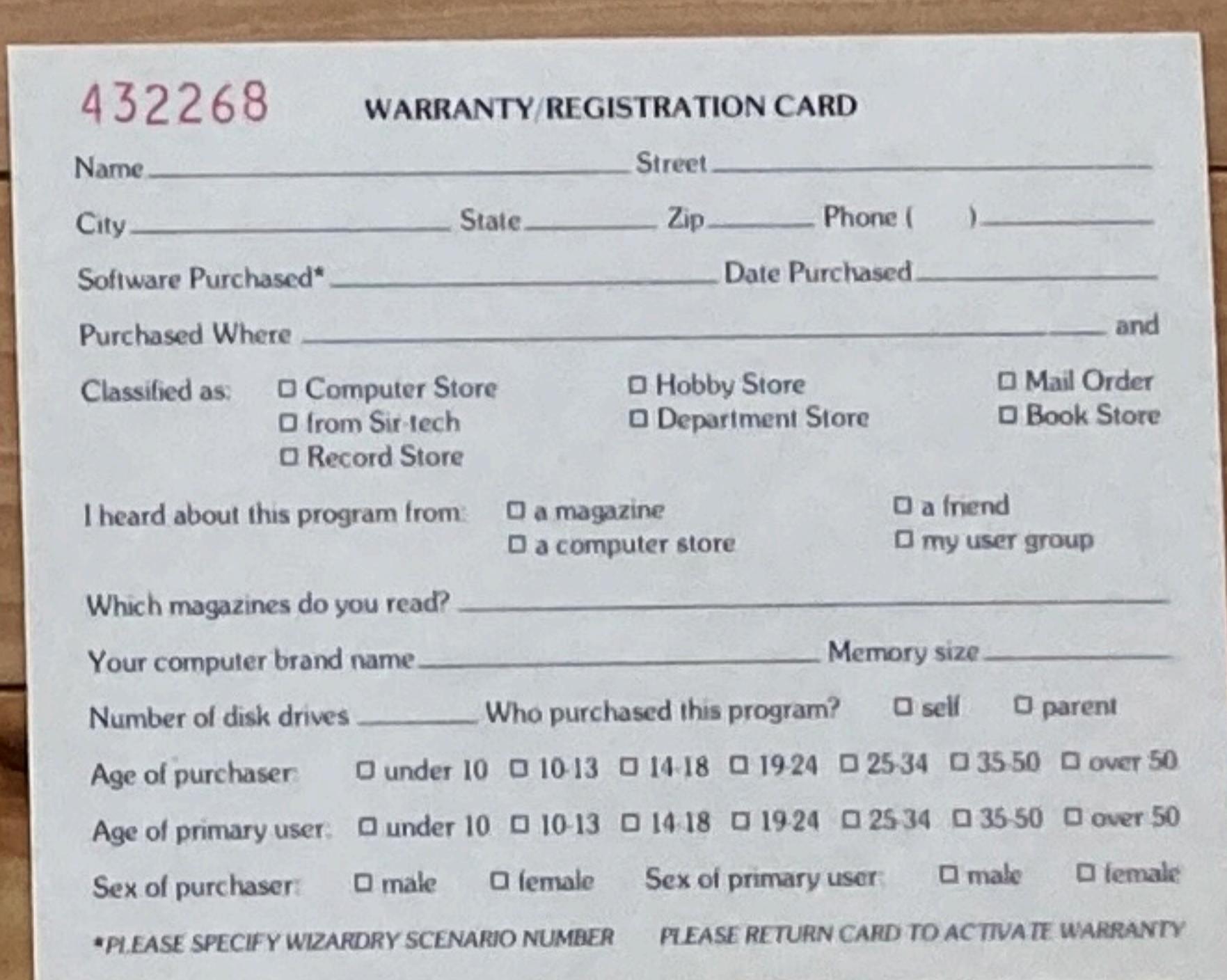
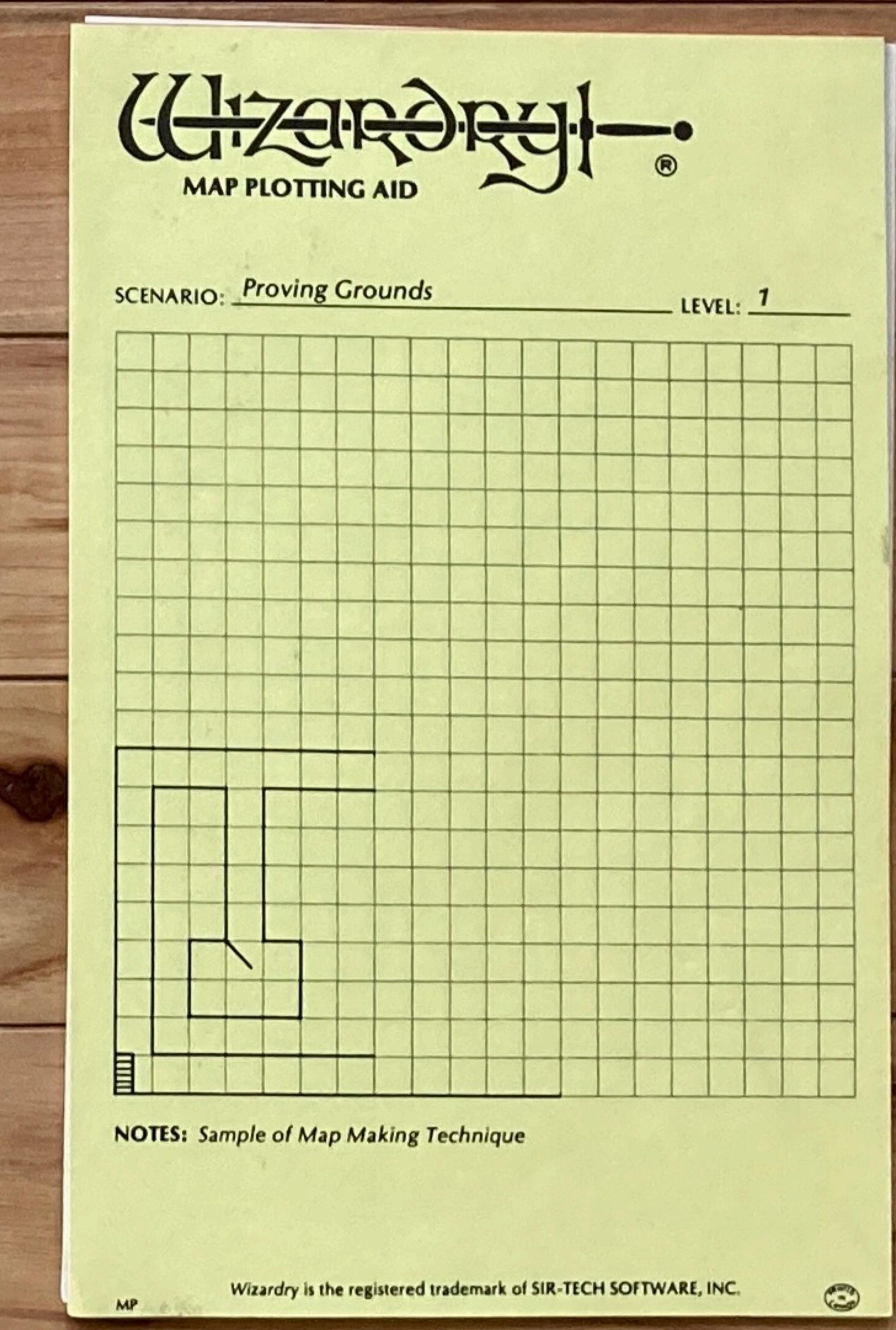
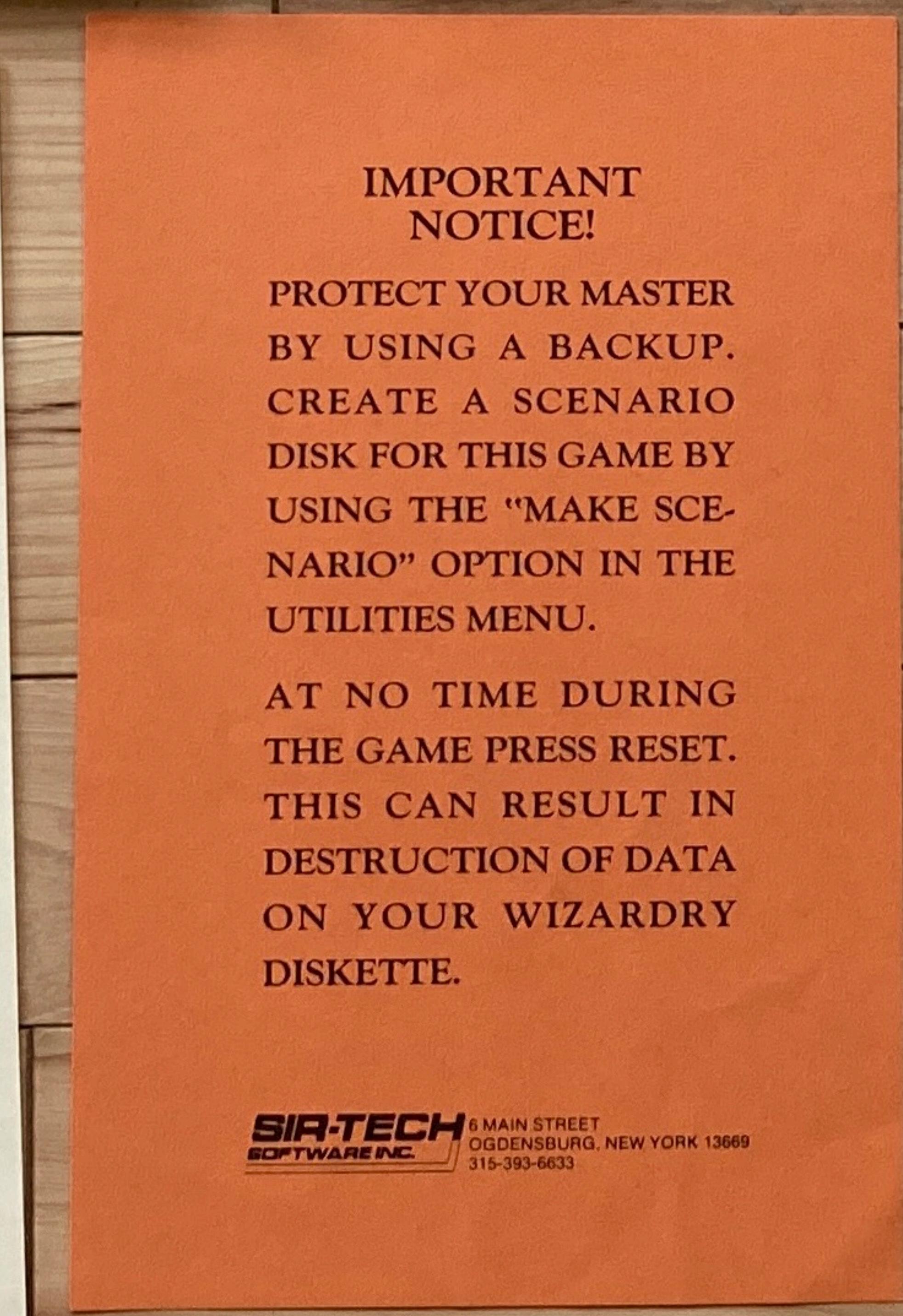
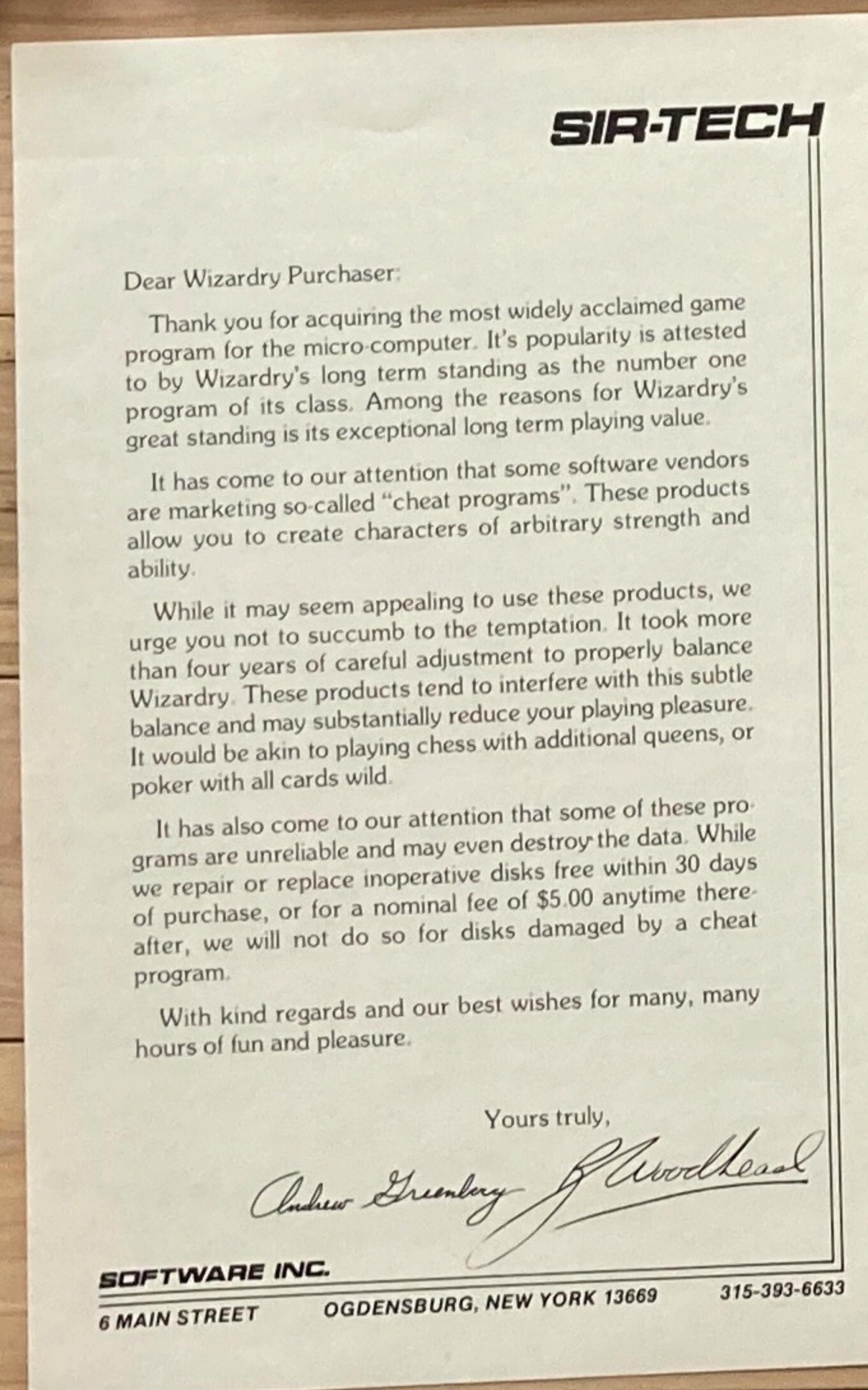
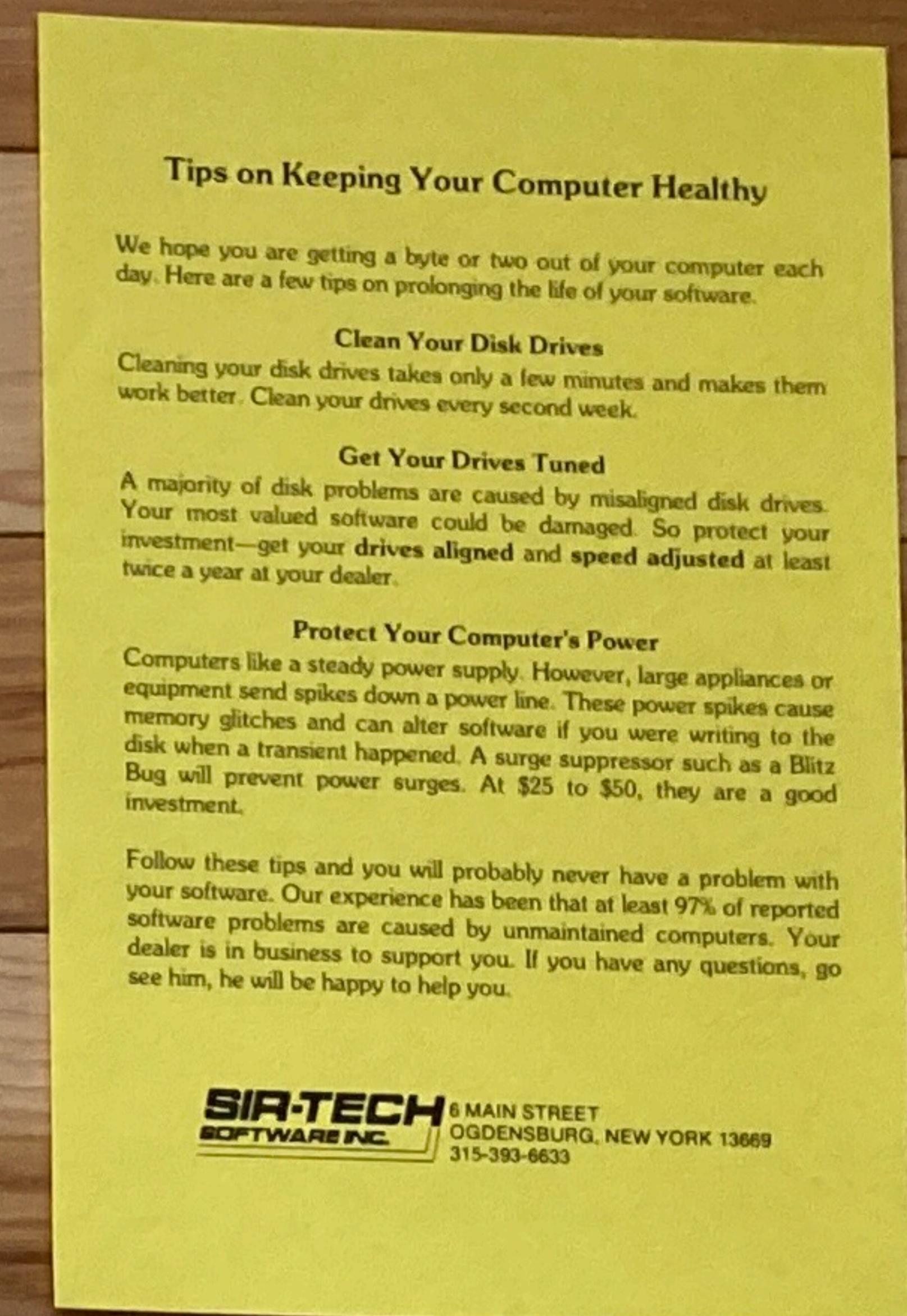
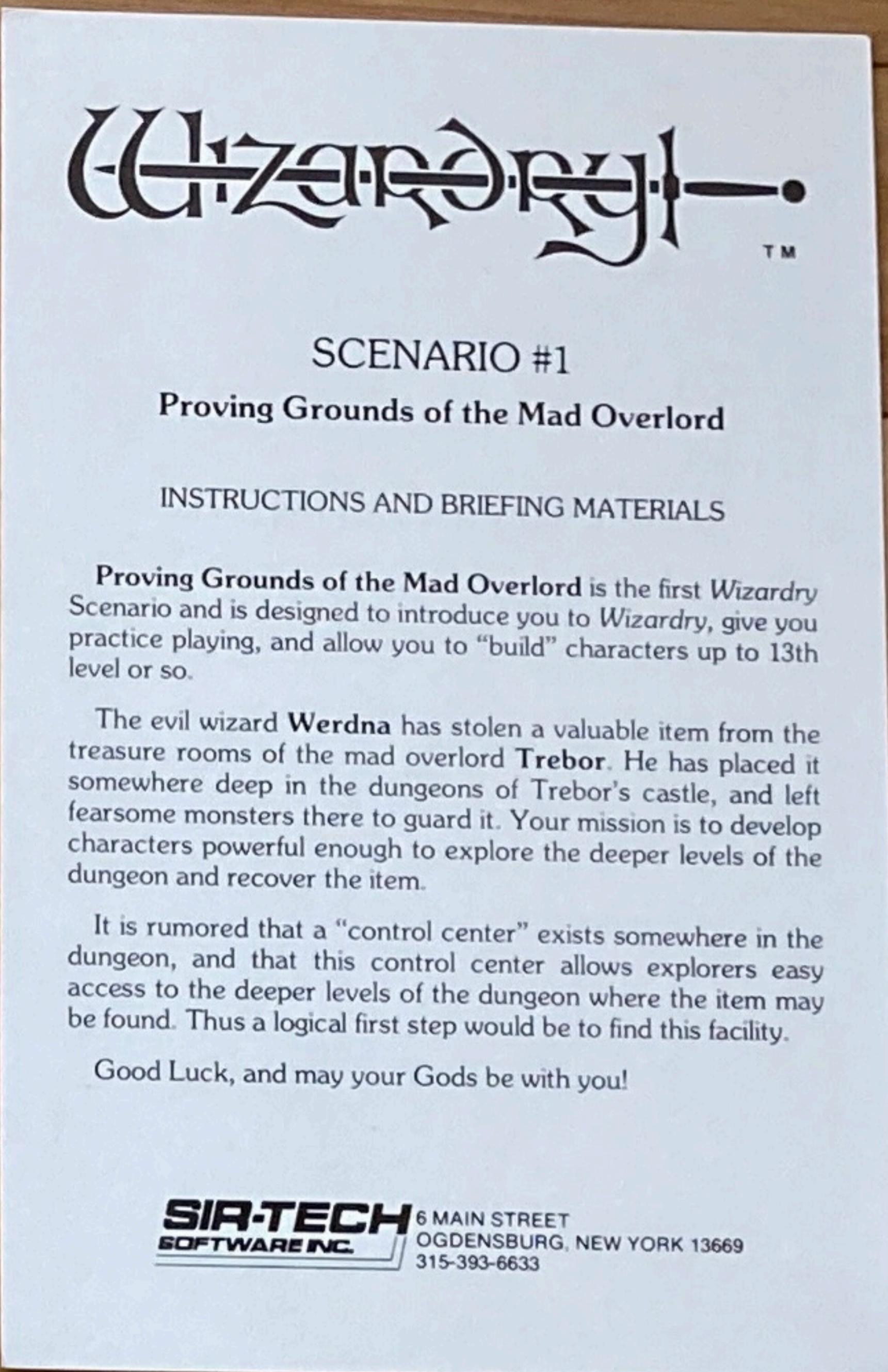
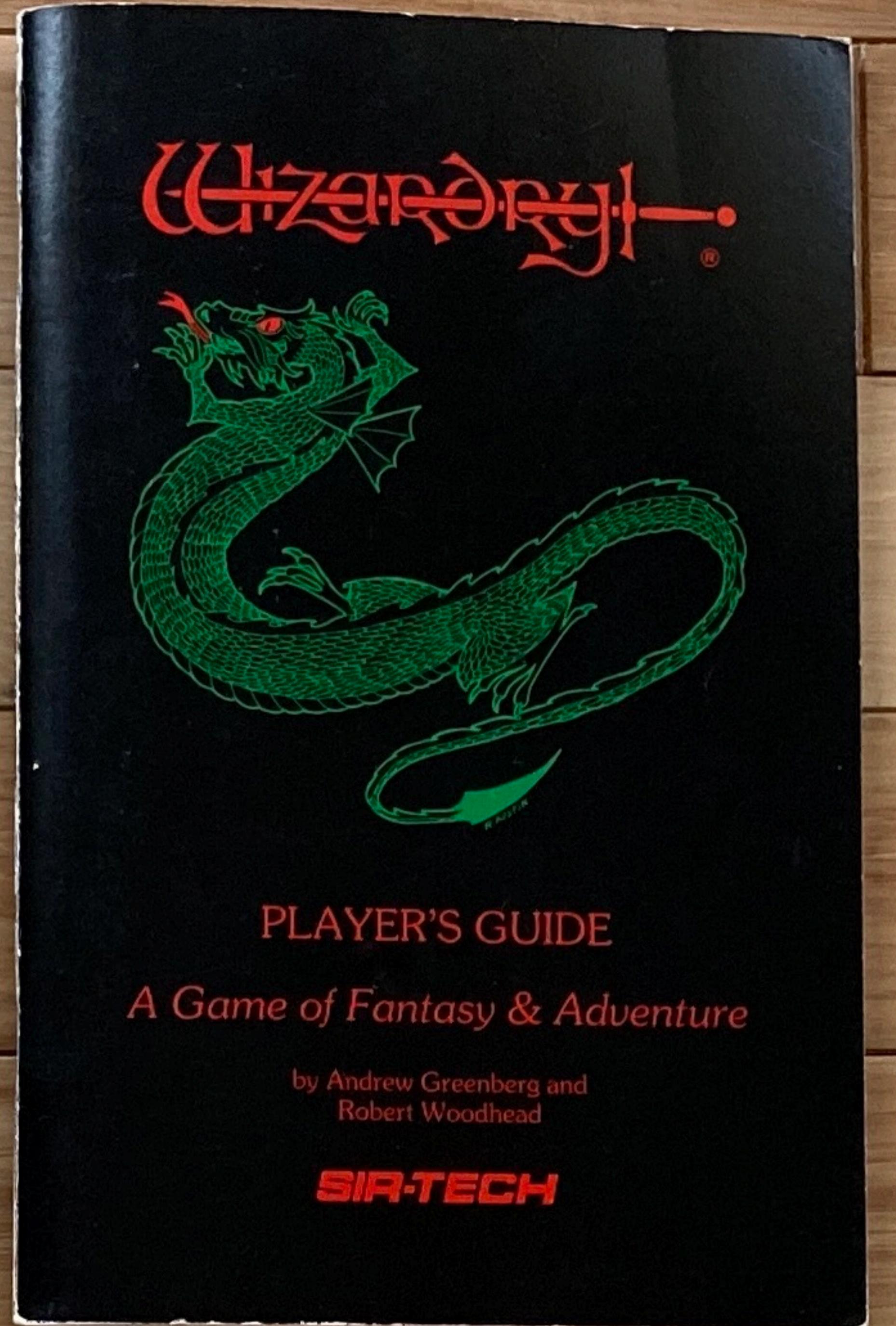
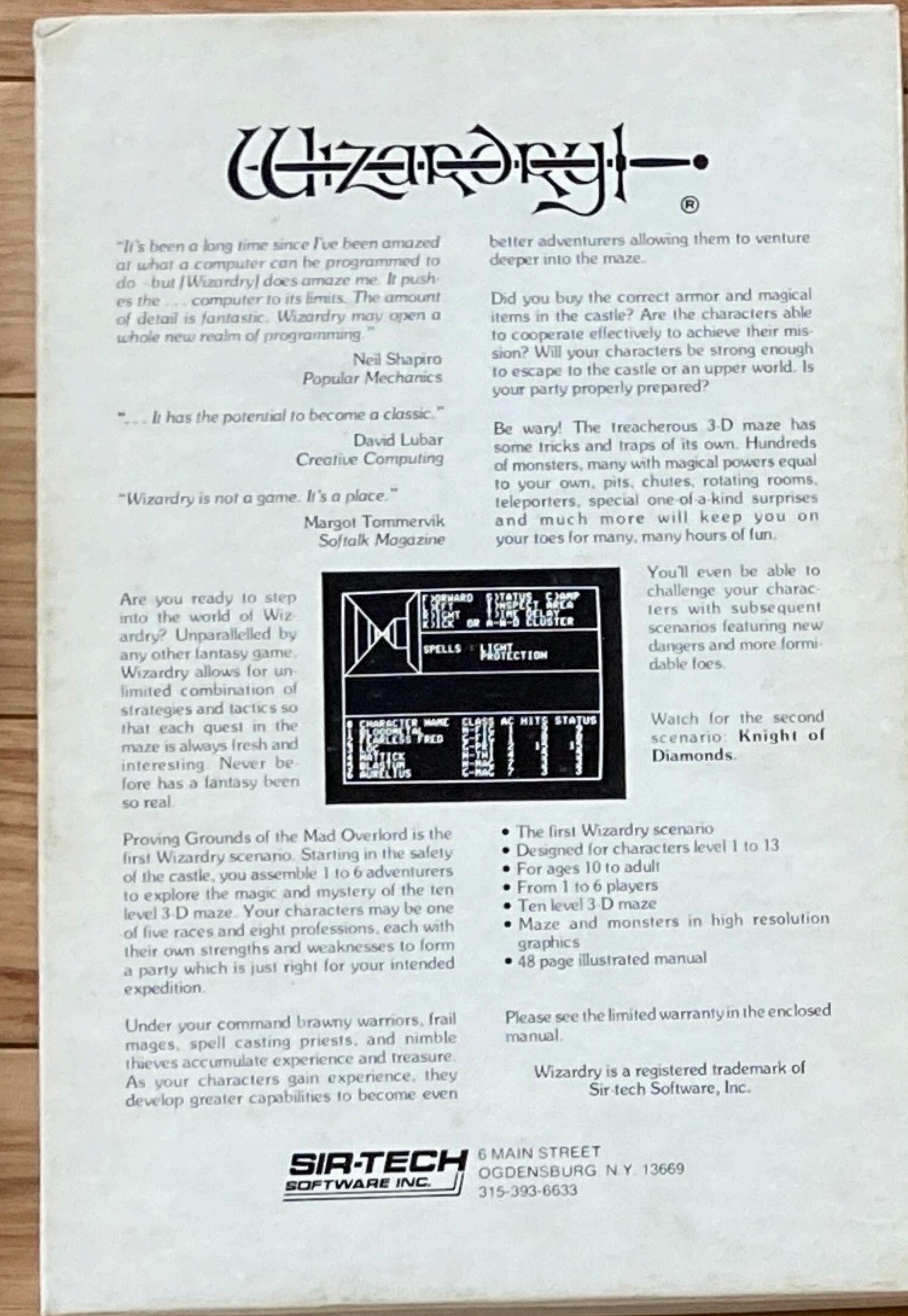
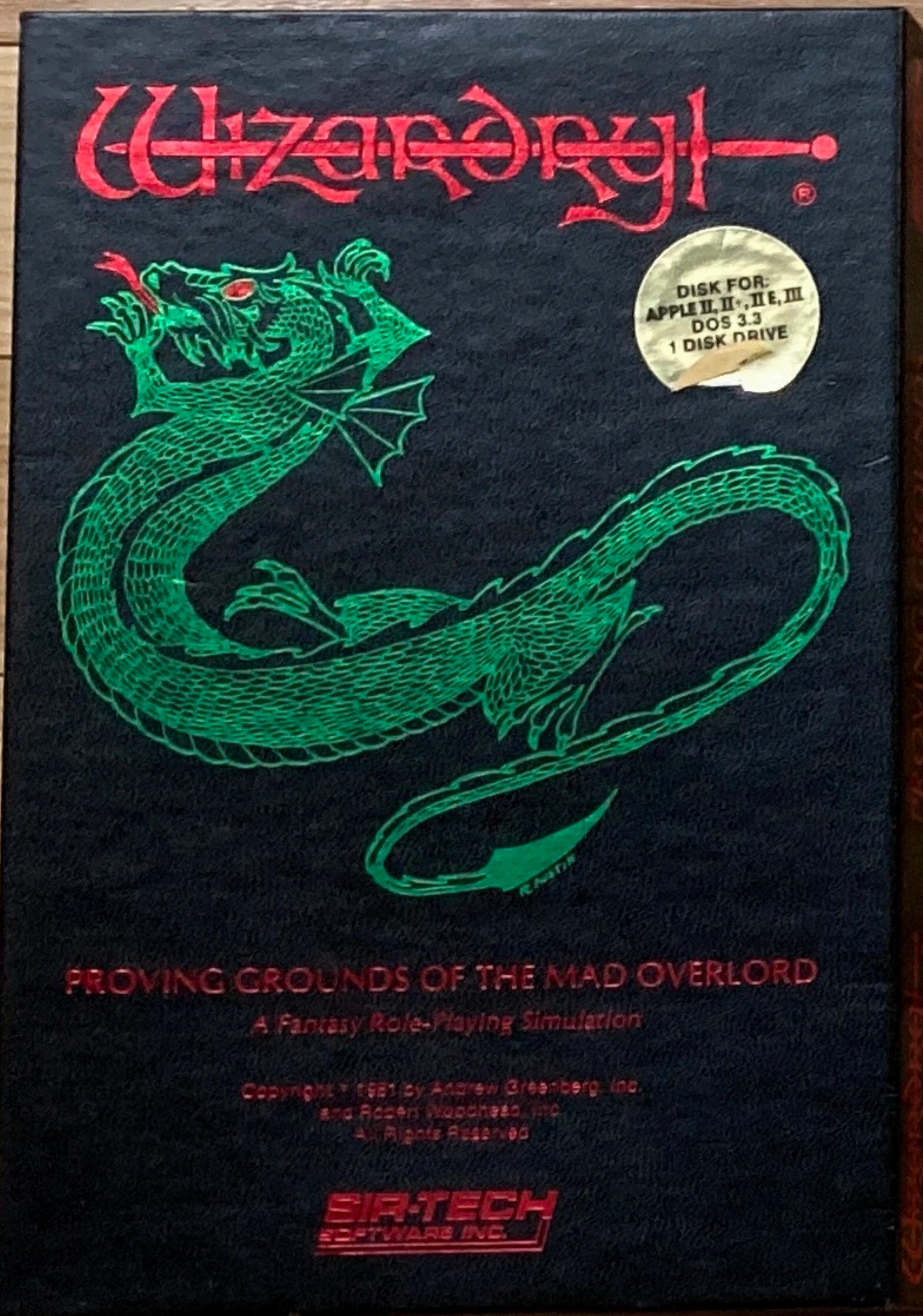












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"a control center" exists somewhere in the dungeon, and that this control center allows explorers easy access to the deeper levels of the dungeon where the item may be found. Thus a logical first step would be to find this facility.

Good Luck, and may your Gods be with you!

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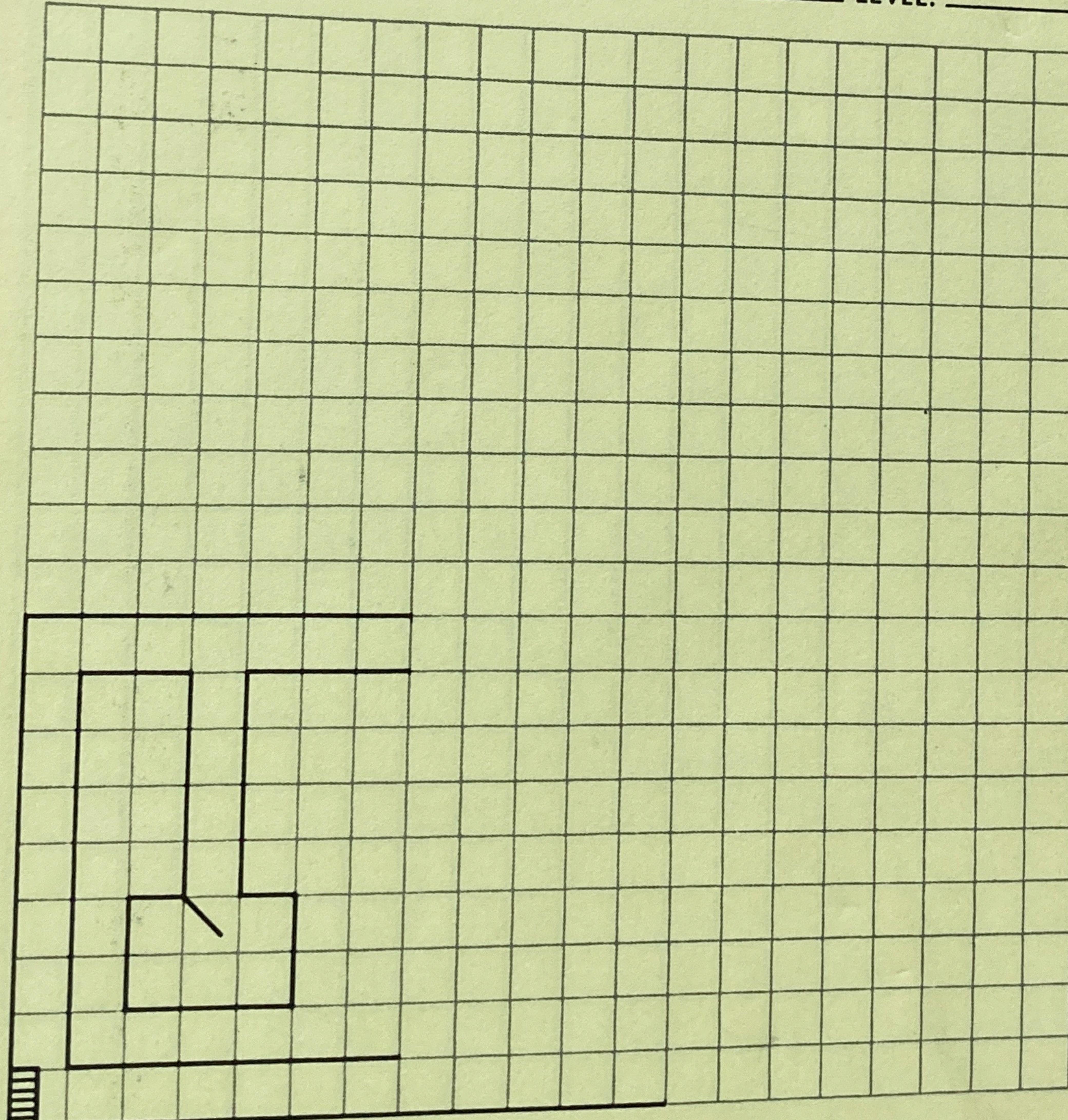
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WIZARDRY®

MAP PLOTTING AID

SCENARIO: Proving Grounds

LEVEL: 1



NOTES: Sample of Map Making Technique

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MP



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WARRA

Name _____

City _____

Software Purchased* _____

Purchased Where _____

Classified as: Computer Store

from Sir-tech

Record Store

I heard about this program from: _____

Which magazines do you read? _____

Your computer brand name _____

Number of disk drives _____

Age of purchaser: under 18

Age of primary user: under 18

Sex of purchaser: male

*PLEASE SPECIFY WIZARDRY SCENARIOS

GIZARDY®

PROVING GROUNDS OF THE MAD OVERLORD
BY ANDREW GREENBERG & ROBERT WOODHEAD
SCENARIO #1 BOOT OTHER SIDE

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PLAYER'S GUIDE

A Game of Fantasy & Adventure

by Andrew Greenberg and
Robert Woodhead

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The Edge of Town

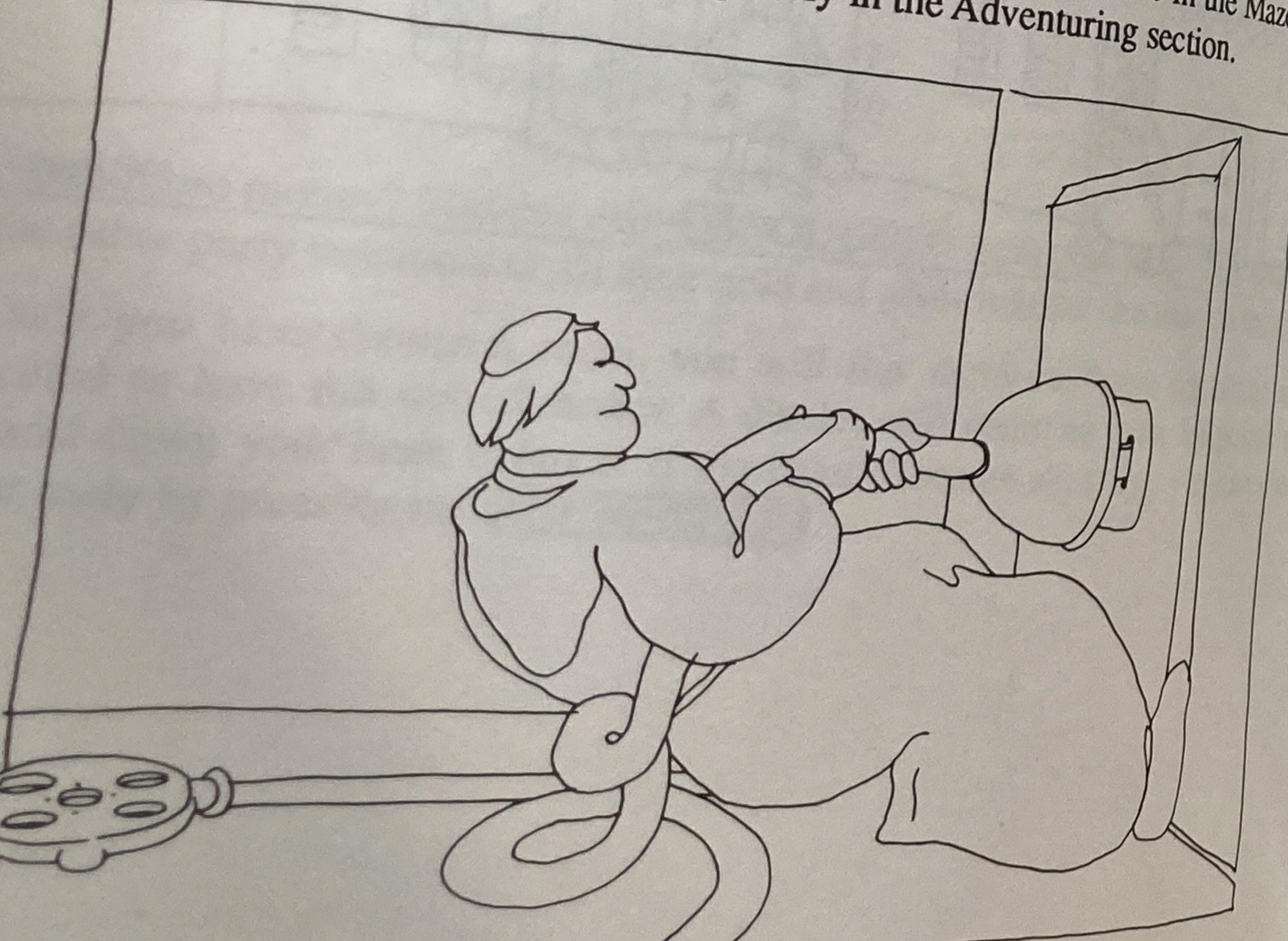
The Edge of Town lets you go to other areas outside the central Castle. The TRAINING GROUNDS, the MAZE, the CASTLE, the UTILITIES, and LEAVE GAME. The TRAINING GROUNDS section has already been explained and CASTLE returns you to the main Castle menu. From the screams of terror and loud munching noises issuing from the entrance to the MAZE, this is undoubtedly where your Party has to go when it is ready to begin adventuring.

LEAVE GAME is what you do when you are finished playing a session of Wizardry. NEVER, EVER, turn off your computer without using the LEAVE GAME option.

If your expedition is suddenly interrupted — power failure (3-year old pulled the plug), reality check (Dinner ready, so you turned off your computer), or Deus-ex-machina (Electrical storm) — your party will be left stranded in the Maze. When you restart the game, you'll find your characters are marked as OUT. There are two ways to get them back:

- You can RESTART the party using the UTILITIES option (described later in this section).
- You can mount a rescue expedition to find the characters. You will need to INSPECT areas of the Maze for the characters. This is explained in the section on moving around the Maze.

If you want to deliberately interrupt an expedition (It's 4 AM and you have to go to work soon), you can use the QUIT option that is available in the Maze. This option will be described more completely in the Adventuring section.



The Utilities

The Utilities offer you the ability to do things to the characters outside the adventure. The most important is MOVE CHARACTERS.

MOVE CHARACTERS lets you move characters between Scenario Diskettes. You will be asked to insert a Scenario Diskette (the SOURCE diskette) and select the characters you want to move. The characters will be removed from that diskette and stored in the computer's memory. Next you will be asked to insert another Scenario Diskette (the DESTINATION diskette.) The characters will be moved onto this diskette.

- **VERY IMPORTANT:** If your version of Wizardry has more than one Master Diskette, the characters will always be stored on Diskette "A".

If there are any problems that prevent a proper transfer, the characters will be returned to the SOURCE diskette. MOVE CHARACTERS is used for:

- Moving characters between Scenario Diskettes that belong to the same game. For example, you might move some of your characters onto a friend's diskette in order to help him mount a rescue expedition.
- Moving characters between Scenario Diskettes that belong to different games. For example, when you start playing the second Scenario, "The Knight of Diamonds", you will need to move characters from a "Proving Grounds" Scenario Diskette onto a "Knight of Diamonds" Scenario Diskette.
- When you move characters between Scenario Diskettes belonging to different games, your characters will be stripped of all their items. This is because the different games use different sets of items.

It's a good idea to make copies of your characters every so often to guard against "Acts of God." To backup your characters, write-protect the Scenario Diskette they are on, make a new Scenario Diskette (which won't have any characters on it) and move all of your characters from the write-protected Scenario Diskette to the new Scenario Diskette.

- Remember to write-enable your Scenario Diskette (by removing the write-protect tab) before using it again.
- Mark the backup diskette prominently so that you don't get it confused with your regular Scenario Diskette.
- This way, you won't wonder why your wonderful 10th level characters of last night are suddenly your 9th level characters of last week!

Role-Playing Simulation

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FROG •

ENDS OF THE MAD OVERLORD
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#1 BOOT OTHER SIDE

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C.

NOTES: Sample of Map Making



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